

Issue 42 | November 2010

PLAYzine

Free Magazine for Handheld and Wii Gamers. *Pass it on to your friends and family*

DJ HERO 2

Let's talk about decks, baby!



REVIEWED!



SUPER SCRIBBLENAUTS
One of the most original DS games gets a sequel!



REVIEWED!



FIFA 11
EA shoot, but do they score?



PREVIEWED!



SUPER MARIO ALL-STARs
The best compilation ever?



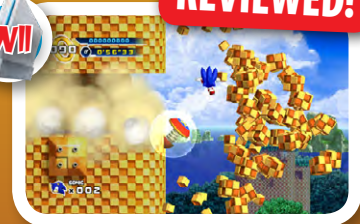
PREVIEWED!



NFS: HOT PURSUIT



REVIEWED!



SONIC 4: EPISODE 1

PREVIEWED!



KIRBY'S EPIC YARN



REVIEWED!



PROFESSOR LAYTON and THE LOST FUTURE





WELCOME



The silly games season is now with us, with all of the software companies bringing out their biggest hits as they tempt you out of your Christmas money! Which ones are the crackers and which are the turkeys? Only one way to find out, as we've got eight new games reviewed and rated this month. Enjoy!

Dean Mortlock, Editor
PlayZine@gamerzines.com

DON'T MISS THIS!



CHECK THIS!



Tom Worthington
Say hello to Tom here, who's our new star writer. Gaming is his business, and business is good!



DJ Hero 2
The mix-master returns!



NFS: Hot Pursuit
Cops and robbers hits the fast lane!



FIFA 11
Did it leave us dribbling?



David Scammell
David has all 10 of his fingers on the gaming pulse, so is the ideal man to write Incoming!

QUICK FINDER

Every game's just a click away!

PREVIEWS

- NINTENDO WII**
- Karaoke Revolution Glee
- Super Mario All-Stars: 25th Anniversary Edition
- Need for Speed Hot Pursuit
- Kirby's Epic Yarn

- NINTENDO DS**
- Golden Sun: Dark Dawn

- NINTENDO 3DS**
- Professor Layton vs Ace Attorney

REVIEWS

- NINTENDO WII**
- DJ Hero 2

- Guitar Hero: Warriors of Rock
- Sonic 4: Episode 1

- NINTENDO DS**
- Super Scribblenauts
- Final Fantasy: The 4 Heroes of Light
- Professor Layton and the Lost Future

- SONY PSP**
- FIFA 11



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WARNING! MULTIMEDIA DISABLED!

If you are reading this, then you didn't choose "Play" when Adobe Reader asked you about multimedia when you opened the magazine.

Without the multimedia playing, the magazine will look correct, but you will be missing out on all of the extra content built into each issue, like videos, animated screenshots, annotations, quizzes, competitions and more.

We recommend you close and re-open the magazine and select "Play" when asked about the multimedia to enjoy the magazine as intended.



IT'S TIME TO FACE THE MUSIC!!!

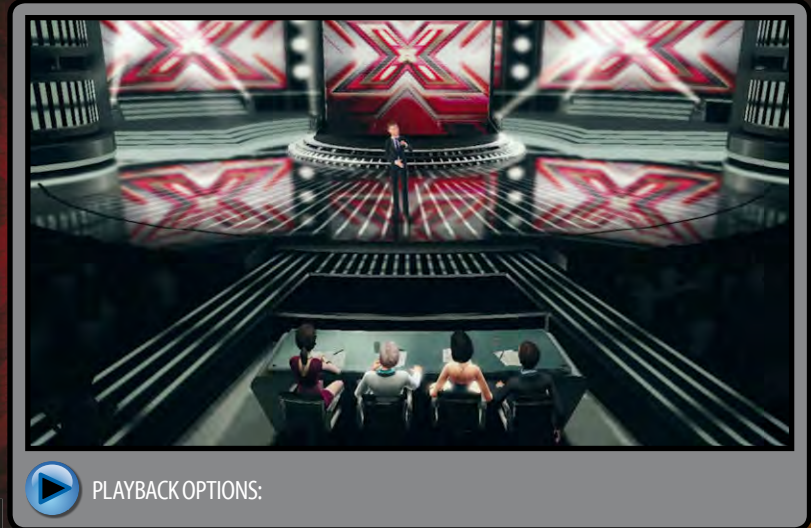
IN STORES 29TH OCTOBER 2010



Grab the mic and experience The X Factor like never before.

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DEEPSILVER FREMANTLEMEDIA HYDRATION break first VOXLER SYCOtv talkback THAMES Wii XBOX 360 XBOX LIVE PS3

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info

FROM: Konami
A BIT LIKE... The X Factor
WEB: <http://karaoke.revolutiongleewii.com>
OUT: 26 November



KARAOKE REVOLUTION Glee

Don't stop believing!

WHAT'S THE STORY?

Are you a fan of Glee? Well then, we've got some good news for you! Karaoke Revolution Glee does exactly what you'd expect, allowing you to sing along with up to 30 massive hit songs from the first series of the game.

WHAT DO WE KNOW SO FAR?

A game based on Glee has to be about the songs, right? We're happy to report that the tracklisting from the game has all the best music and performances



from series one, including: *Somebody to Love*, *Gold Digger*, *No Air*, *Endless Love* and *Defying Gravity*. It's time to sort out the geeks from the Gleeeks!

WHEN DO WE GET MORE?

We're warming up our vocal chords right now and practising our scales, as there's only a few short weeks now until the game's release. Come back next issue for our glass-shattering review – you have been warned!

ANYTHING ELSE THAT WE SHOULD KNOW ABOUT?

There's a special unlockable gameplay mode too, which allows you to access memorable show moments from the show – of which there were many. Konami are also promising that the voice recognition technology used is second-to-none, so you might want to carry on practising in front of that bathroom mirror for a little while yet! Could this be the best Karaoke title yet? We certainly wouldn't bet against it. 🍷

Latest News



My, aren't they just the happiest bunch of young people you've ever seen.

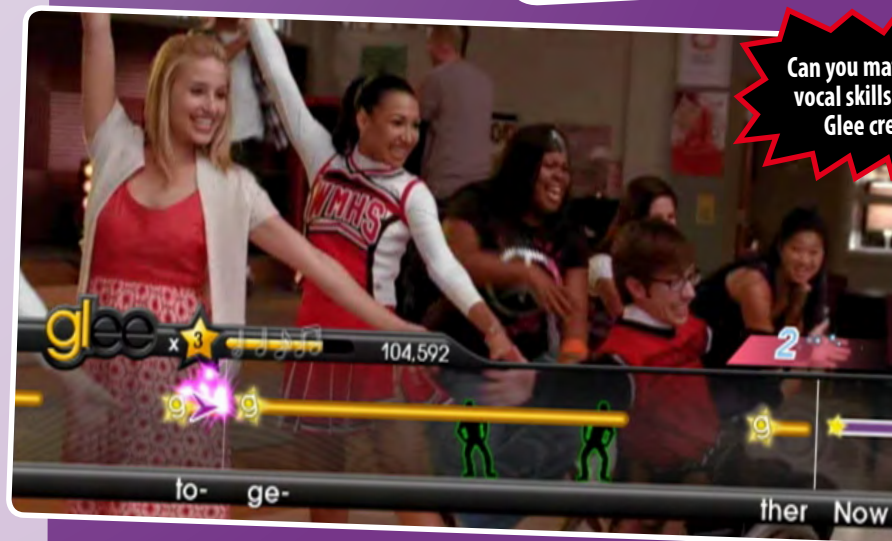


Best Bit

We're big fans of Glee here at the PlayZine office, so the prospect of singing along with Rachel Berry, Finn Hudson or Will Schuester excites us greatly. Of course, the chance of a duet with Sue Sylvester (*Vogue*, anyone?) would be the icing on this particularly tasty cake!



Can you match the vocal skills of the Glee crew?



ASSASSIN'S —CREED— BROTHERHOOD



▶ PLAYBACK OPTIONS:

"KILLER IN EVERY SENSE OF THE WORD"
- FHM



OUT ON
19TH NOVEMBER

www.assassinscreed.com



UBISOFT

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info



FROM: Capcom
A BIT LIKE... A cunning blend of Ace Attorney and Professor Layton!
WEB: N/A
OUT: 2011



PROFESSOR LAYTON VS ACE ATTORNEY



This is the medieval town of Labyrinth City, the setting for the game.

The clash of the titans!

WHAT'S THE STORY?

Your favourite top hat-wearing gentleman and slick-haired attorney will join forces for an adventure that fans of both series will never forget. And in 3D, no less.

WHAT DO WE KNOW SO FAR?

Details are scarce but we're promised courtroom scenarios (renamed 'Witch Trials') as well as Layton's penance for puzzle-solving, with the twist of

discovering the contradictions within them. Apprentices Maya and Luke will join in on the adventure, although it sounds like Layton and Wright will have to learn to get along in order to solve this case, despite Phoenix Wright's disliking for the Professor's silk hat.

WHEN DO WE GET MORE?

Unfortunately, this crossover made in heaven is sticking to its homeland in Japan... for now. Capcom is asking gamers to take to the message boards and voice their demands loud and proud. We've just booked our tickets to Japan. We've made it personal.

ANYTHING ELSE THAT WE SHOULD KNOW ABOUT?

Sadly, we have nothing else to declare at this point but just the thought of seeing these two heavyweights of the handheld world come together has us champing at the bit of lawful puzzle solving. No objections from us! 🚫



Best Bit

Did we mention that it's in 3D? With the Professor's Mask of Miracle launching on Nintendo's eye-popping handheld next year, we're looking forward to seeing Phoenix Wright's accusing finger jumping out at us and the phrase "OBJECTION!" blitz out screens.



There's always time for a nice cuppa!



This is going to be epic! We've got our fingers crossed for a UK release.





▶ **PLAYBACK OPTIONS:**

DJ HERO™

THE FUTURE BEGINS 30.10.09

NOW THE REVOLUTION IS IN YOUR HANDS. YOU ARE THE MASTER OF 93 MIXES THAT SPAN SPACE AND TIME. SCRATCH AND MIX THE MUSIC OF JAY-Z, EMINEM, DAFT PUNK, BLONDIE, RIHANNA, BEASTIE BOYS, BENNY BENASSI AND MORE. TAKE CONTROL OF THE HEART, SOUL AND CIRCUITRY OF THE PARTY. ACCEPT YOUR DESTINY AT DJHERO.COM.



PlayStation.2

PS3



Wii

XBOX 360

XBOX LIVE

FreeStyleGames

ACTIVISION
activision.com

CONTROL →



POKEMON BLACK/WHITE

FROM: Nintendo OUT: Spring 2011

If you'd thought you'd caught them all, you'd better think again! Pokemon's heading back onto DS early next year, and it's bringing a tonne of new Pokemon for you to catch, train and fight – and a few more surprises of its own, too.



One of the biggest changes is the introduction of seasons, which alters the look of the game world in real time and affects which Pokemon will be available to catch in the wild. With almost three million copies already sold in Japan, expect the rest of the world to go Pokemental when Black/White launches in spring.



Captain America: Super Soldier



FROM: SEGA OUT: Summer 2011

Forget Spider-Man, Super Man or the cheerleader from Heroes, Captain America is one of the longest-running superheroes in the book. First introduced back in 1941 during the midst of WWII, Captain America's videogame debut takes him back to the beginning, fighting evil enemies Iron Cross, Red Skull and the Hydra Army during the war. It's a movie tie-in (the film launches around the same time next summer), but with a little bit of creative freedom by SEGA, Super Soldier could be something special. But then again, we said something similar about Iron Man...



CONDUIT 2

FROM: SEGA OUT: February 2011

The first Conduit might not have been as good as we'd all been hoping for, but with some significant improvements made to both the single-player and multiplayer side of things for the sequel, Conduit 2 could well end up being one of the sleeper hits of 2011. The story continues after where the original left off, with Ford awakening on an enemy-controlled oil rig and jetting off around the world to stop an alien race from taking over the Earth.



future releases

Best start saving! Here are the top games coming soon...

- God of War: Ghost of Sparta
PSP
November
- 007 GoldenEye
Wii
November
- Harry Potter & The Deathly Hallows
Wii, DS, PSP
November
- Call of Duty: Black Ops
Wii, DS
November
- Sonic Colours
Wii, DS
November
- Hawk 2
Wii
November
- Rayman Raving Rabbids: Travel in Time
Wii
November

Battle vs Chess

FROM: SouthPeak OUT: Spring 2011

Not many people know this, but PlayZine's David used to be a bit of a chess champion back when he was at school. So when a preview version of SouthPeak's Battle Vs Chess arrived at the office promising to mix up the bog-standard board game by replacing pawns and rooks with knights and dragons, he couldn't help but take it for a spin. Okay, so it's not the coolest game in the world, and the fantasy-themed makeover is just like the chess games we saw back on PC in the 90s, but for chess nuts, Battle Vs Chess is going to be a must have.



Worms: Battle Islands

FROM: Team 17 OUT: Winter

There's a worm at the bottom of the garden, and his name is wiggly-BOOM! Those warring worms are back, bringing their bazookas, homing pigeons and holy hand grenades with them to launch another assault on PSP – and this time you'll be able to create your own crazy weaponry via a comprehensive weapons editor. The catch? Forget about a disc releases, as Battle Islands is a digital-only title.



Tom Clancy's Splinter Cell: Chaos Theory

FROM: Ubisoft OUT: Spring 2011

You probably played Clancy's classic stealth-'em-up Splinter Cell: Chaos Theory when it launched on PS2 and Xbox way back in 2005 – but you'll have never experienced Sam Fisher quite like this before. Chaos Theory's getting a 3D remake for Splinter Cell's debut on Nintendo's upcoming handheld, allowing you to almost reach in and thwart the terrorists' plans. It's safe to assume Chaos Theory will be one of 3DS's launch titles, so expect it early next year.



Split/Second: Velocity

FROM: Disney OUT: November

Disney's smashingly good arcade racer zooms onto PSP this winter, and it's bringing all the show-stopping carnage that made the original version blisteringly good. It's based around the concept of a TV show, with racers activating hazards around the race course to beat their competitors to the finish line, including blowing up train lines and knocking down skyscrapers. The original's one of the best arcade racers of 2010, and if the PSP version can come close, it's going to be an essential buy.



future releases

More games heading your way in the not-so-near future

TRON: EVOLUTION
Wii, DS, PSP
November

DONKEY KONG COUNTRY RETURNS
Wii
December

SUPER MARIO ALL-STARS
Wii
December

GOLDEN SUN: DARK DAWN
DS
December

OKAMIDEN
DS
February

WE ALL STARS
PSP
March

DEBLOB 2: UNDERGROUND
Wii
March



“...BLACK OPS, AS A MULTIPLAYER ENTITY,
IS ASTOUNDING” — 360 Magazine

CALL OF DUTY[®]

BLACK OPS

09.11.10



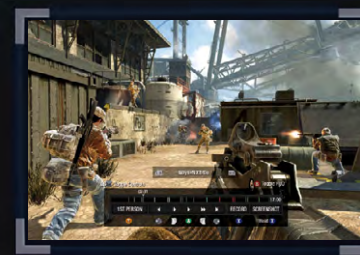
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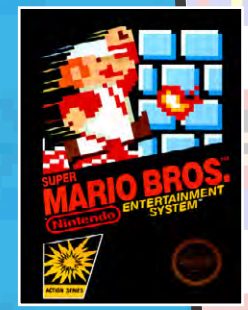
PLATFORM PERFECTION!

Amazingly, we've been playing Mario games now for a whopping 25 years. To celebrate this event, Nintendo decided to release **Super Mario All-Stars: 25th Anniversary Edition**, a compilation of four of the best Mario games ever. Here now, for you, is a breakdown of the four games on offer...

SUPER MARIO BROS

Released: 15 May 1987

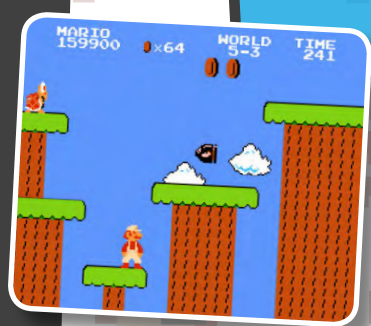
The game that started it all. The first true side-scrolling platformer and (at the time) the most popular game in the world. You all know the story... Bowser kidnaps Peach and Mario has to go and save her by leaping on Goombas, hammering his head into question mark blocks and trying his absolute best not to fall down any life-sapping holes.



It's a simple game, but it's also a masterclass in design. Every jump is meticulously measured, every enemy specifically placed, all so a seasoned player can hammer each level as quickly as possible in one flowing movement. Even the coins are laid out as a guide. It really is a work of genius.

Perhaps Super Mario Bros' greatest achievement though, is how universal it is. Anyone can understand what to do when they pick up the controller, and everyone can enjoy themselves, even if they struggle to get off world 1-1. There's a reason why Super Mario Bros is still one of the finest platform games around, 25 years after it's initial release. It's as close to gaming perfection as you'll find.

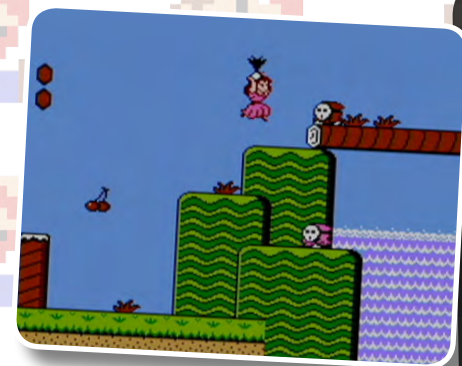
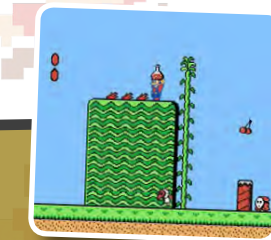
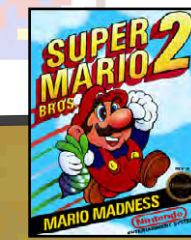
The Wii version allows you to stretch the image to 16:9 so it will fit properly on modern TVs, and lets you flip the Remote sideways to play. No motion controls here, thankfully, just a great way to start your Mario Bros memory trip.





Super Mario Bros 2

Released: 28 April 1989



T rue story – Super Mario Bros 2 isn't actually Super Mario Bros 2 at all. Well, it wasn't anyway. After Nintendo decided to not release The Lost Levels in the West, it converted Yume Kōjō: Doki Doki Panic, a completely different game, into a Mario game. Which is why it's so incredibly different to every other game in the series. At the opening title screen you can pick from Mario, Toad, Luigi or Peach, each of which has their own special abilities which changes the way you play. There's a strange night world that exists behind the normal world, weird scary masks and Birdo, the pregnant bird thing that spits eggs... it's like Mario if David Lynch got hold of it.

Despite its differences to the rest of the series, Super Mario Bros 2 is still a fantastic game. There's a lot of variety to the levels, and unlike the previous two games, there is vertical scrolling as well as horizontal, so you never quite know where the levels are going. And of course, there's replayability that comes from the various characters – playing the game through as Luigi is very different to playing it through as Peach.

Super Mario Bros: The Lost Levels

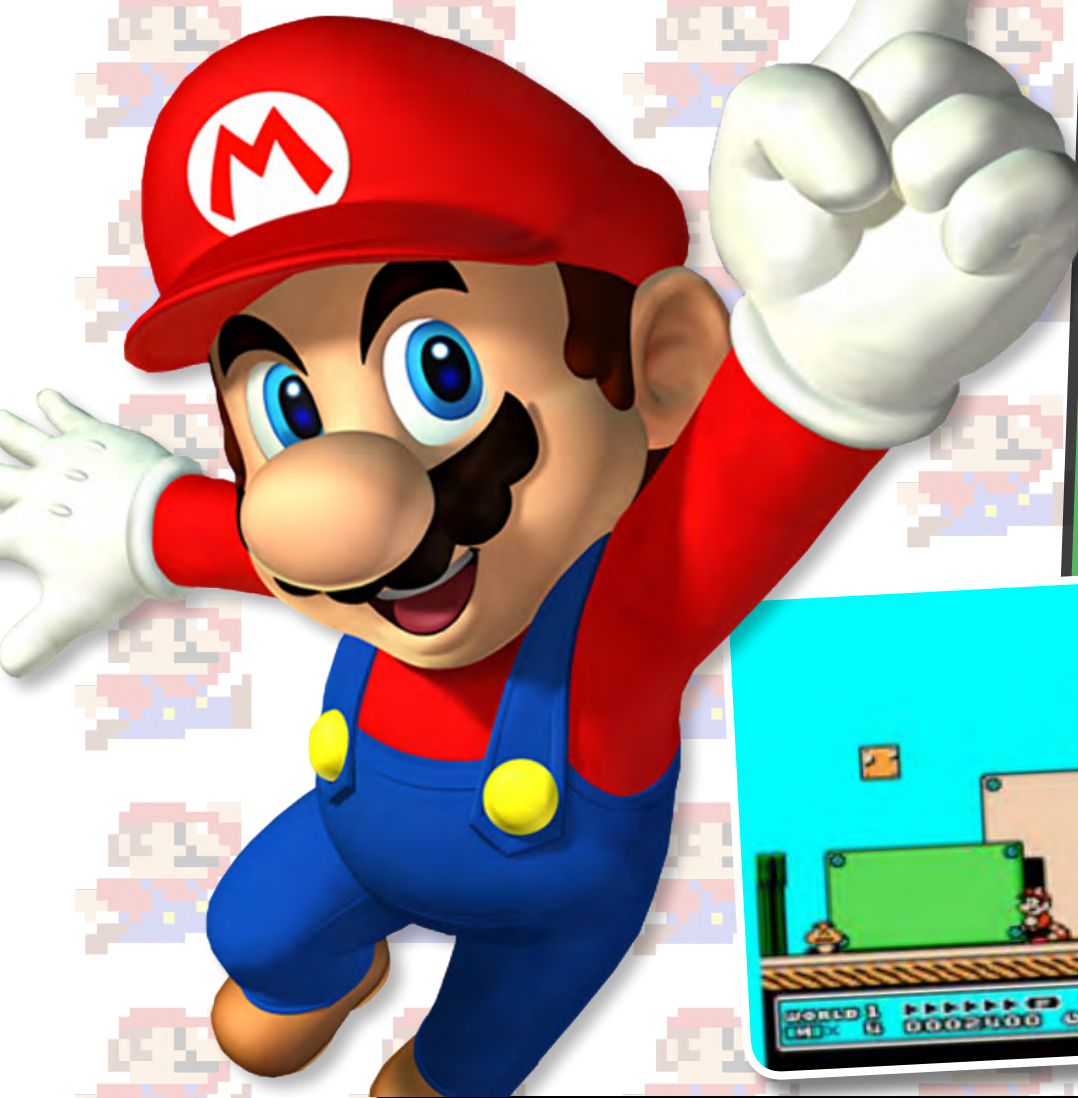
Released: 14 September 2007 (Virtual Console)

T his version was never released in the West (until 1993's Super Mario All-Stars, anyway), but in Japan, this game was known as Super Mario Bros 2. It was considered too hard for Western audiences, and it probably was. Compared to Super Mario Bros, The Lost Levels is an absolute nightmare. It's incredibly difficult, even from the first level, and was originally designed to test players who had mastered Super Mario Bros.

It takes a strong will and serious amounts of patience to get on with The Lost Levels. It wants to hurt you; wants to punish you. At first glance, it seems like the same game as Super Mario Bros – very similar graphics, the same enemies, the same level structure. Get the controller in your hand though, and it's patently obvious that this really isn't the same game.

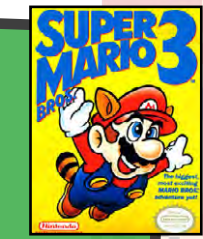
If you're after the type of Mario experience you can enjoy with the family, then you're probably best off leaving Lost Levels and moving straight onto Mario Bros 3. If you feel like you want to test yourself and see how good you actually are at platform games though, then look no further than The Lost Levels. Just don't come crying to us if it's too hard.





Super Mario Bros 3

Released: 29 August 1991

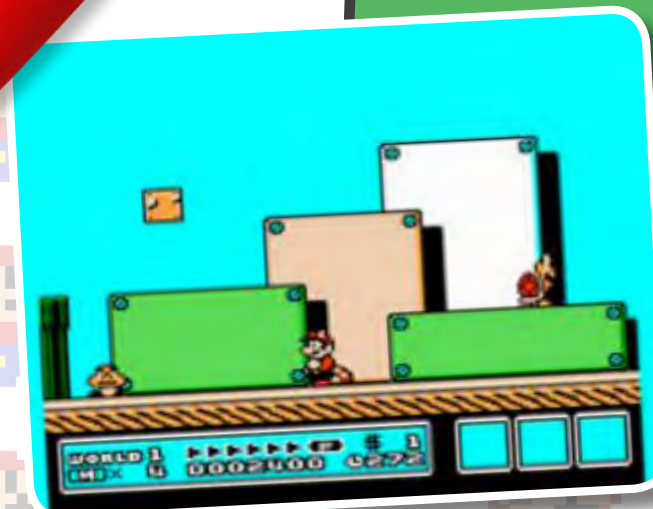
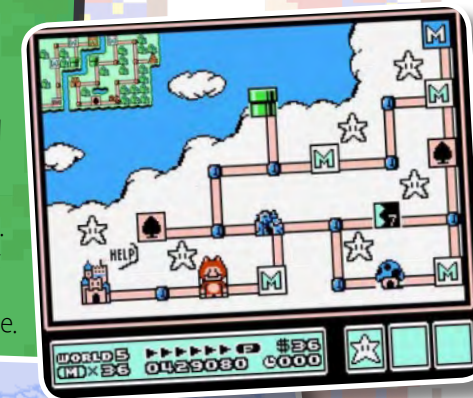


Unquestionably the best game on the Super Mario Bros Collection is Super Mario Bros 3, which is still one of the finest platformers ever made. It's the first Mario game that had an overworld – each 'world' is laid out on a map, and you pick your levels as you move towards the end of each world. There are bonus stages, secret levels and all sorts of other madness.

It's the platforming itself that makes Mario Bros 3 so fantastic, though. It takes everything that made the original game so playable and expands upon it. There are different suits that Mario can get into which change what he can do, and there's so many secrets to discover; so many innovative ideas in every area of the game that it's still an absolute joy to play.

By the time you reach the conclusion, you'll have played through some of the most meticulously well-designed levels ever created. This is Nintendo at their absolute best, and possibly Mario's finest hour, which is saying something.

The great thing about Super Mario Bros 3 though, is that it's still awesome now, and the playability is still second to none. Truly one of the greatest videogames ever made.



info

FROM: Nintendo
A BIT LIKE: A compilation of all the best platformers ever!
WEB: N/A
OUT: TBA



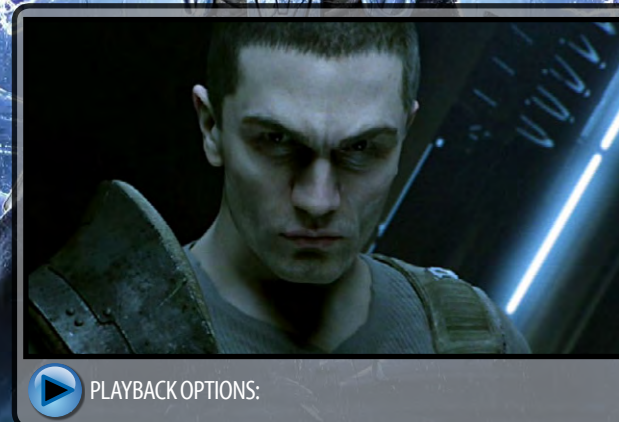
BETRAYED BY DARTH VADER FOR THE LAST TIME,
STARKILLER HAS ESCAPED AND FACES A
NEW JOURNEY TO FIND HIS TRUE IDENTITY.

STAR WARS THE FORCE UNLEASHED II



UNLEASHED 29/10/10

WWW.UNLEASHED2010.EU



PLAYBACK OPTIONS:

UNLEASH TRUTH

16
www.pegi.info



PS3



Wii



XBOX 360



PC DVD
IT O M

12
www.pegi.info

NINTENDO DS



LUCASARTS



CONTROL →



info



FROM: EA
A BIT LIKE: Burnout
WEB: <http://hotpursuit.needforspeed.com>
OUT: November



NEED FOR SPEED: HOT PURSUIT

An inside look at our Most Wanted winter racer!

When we were growing up we always had our eyes set on buying a supercar – a Lamborghini Gallardo in particular, preferably in yellow, with ice metal rims

and a black go-faster stripe. But when it came to actually buying a car, our sensible side made us realise that you couldn't really have that much fun with a Lambo if you're getting stuck in traffic on the M25 every five minutes, or having to navigate around the speed bumps on the way to the supermarket. Of course, we couldn't quite afford the six-figure sum or ridiculous insurance

premiums either – our idea of blitzing around in a 200+ mph car remaining nothing but a pipedream.

Need for Speed: Hot Pursuit though, brings us closer to that dream than ever before.



Aston Martin your bag?
Be our guest...



"SEACREST COUNTY IS A SUPERCAR'S PLAYGROUND, AND THE LAMBOS, PORSCHEs AND BUGATTIS ARE ALL INVITED"



Roll over screen for annotations



info

NEED FOR SPEED
HOT PURSUIT

Wii



Yours for half-a-million quid.



It's not just the racers who have access to the beautiful cars – the cops do, too.



"THIS IS ONE RACER
YOU'LL DEFINITELY
WANT UNDER YOUR
TREE THIS CHRISTMAS"



BEST BIT

Sure, taking out a racer while playing as a cop is fun, but getting your revenge on the law is even sweeter. Take down a cop with your race car and you'll be laughing all the way to the finish line.



→ Seacrest County, Hot Pursuit's massive open world, laughs at the idea of speed bumps and traffic jams, with its long, open roads and spectacular scenery crying out to be turbo-boosted through. This is a supercar's playground, and the Lambos, Porsches, Koenigseggs and Bugattis are all invited.

Unfortunately, the local lawmen aren't too happy about you treating Seacrest like the Nurburgring, and when the cops spot you breaking every rule in the Highway Code, they'll do whatever they can to take you down, ramming you off the road, employing electro-magnetic pulse cannons to disable your electrics and even calling in the helicopter for aerial assistance to

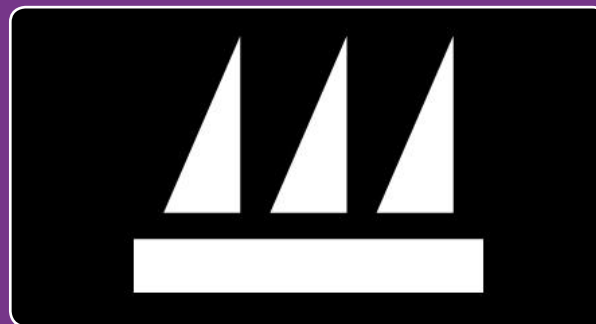
make sure they catch their speeding suspect. As a racer you can fight back, employing the same tactics as the cops, dropping spike strips to lose a tail or activating radar jammers to try and evade them altogether.

REVVING UP

If you get tired of being the hunted then you can become the hunter, stepping into a police car and going after the racers. And that's the beauty of Hot Pursuit: it's still a racer at heart, but with the option to race on both sides of the law and a variety of additional game modes, including Hot Pursuit matches, Interceptors and time trial-like Rapid Responses. It's one of

WEAPONS OF JUSTICE

How to take down your rivals



SPIKE STRIP

EMP

ROAD BLOCK

SPIKE STRIP

Ramming your opponent is fun and all, but isn't hearing their tyres pop significantly more satisfying? Lay down the spike strip and listen out for the roar of the car behind spinning off the road. Available to both Cops and Racers.

the freshest racers since Burnout, and probably the best Need for Speed ever.

If you're after a high-octane racer, you better buckle yourself up for this one. This is one racer you'll definitely want under your tree this Christmas! 🚗

HOW READY

HOW GOOD



So hot you can smell the rubber!

info



FROM: Nintendo
A BIT LIKE...
Dragon Quest IX
WEB: N/A
OUT: 10th December



The graphics are excellent throughout.

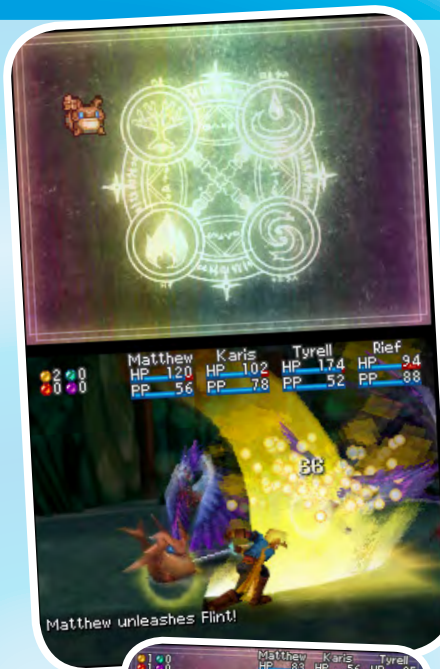
GOLDEN SUN: DARK DAWN

Step out of the dark and into the light

If you are at all excited about Dark Dawn then you're probably one of the many gamers who can recite a Christmas list's worth of cherished classics still stuck in limbo waiting to

be granted a sequel. Golden Sun has spent seven gruelling years in wait since 2003's The Lost Age but Nintendo has finally given fans the sequel they've been patiently asking for.

It's been quite a while since we last ventured into Camelot's portable JRPG, and Dark Dawn promises to lift the lid on a whole new world birthed from the events that transpired in the



PURE GOLD

Three things in Golden Sun to watch out for



- YOU TALKING TO ME?
- WEAPON MASTER
- BOOKWORMS BEWARE

YOU TALKING TO ME?

Dark Dawn gives players the choice to respond with emotional prompts that can affect how other characters will treat you later on in the game. For example, 'gutsy' responses might give others the impression you're not taking your quest seriously, so watch your mouth.

game will have in abundance. Instead, our time with Dark Dawn allowed us to sample to its finer offerings.

An obstacle course designed to show us the out-of-combat gameplay of Dark Dawn making use of stylus control to navigate your hero around. Fans of the original will be happy to hear that Djinn have returned, lending the player powers to use in and outside

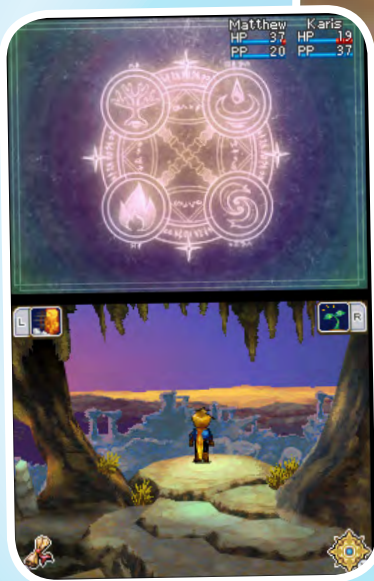
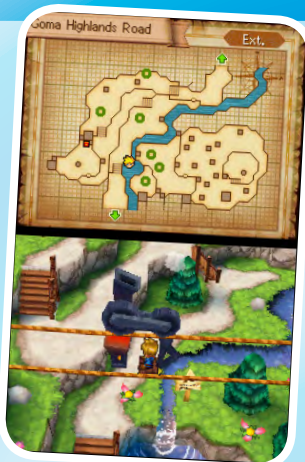
"It's been quite a while since we last ventured into Camelot's portable JRPG"

Battles are very traditional.

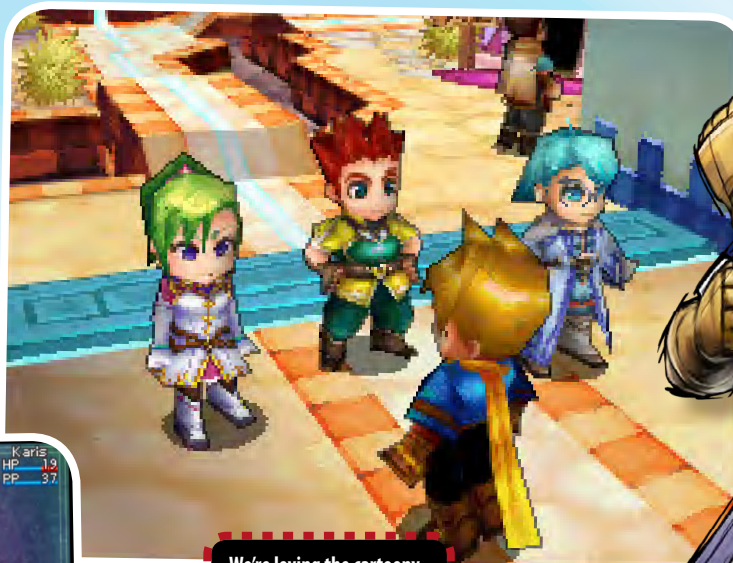


“SUMMONS’ FILL SCREENS WITH THEIR EPIC SIZE AND DEVASTATING ATTACKS”

→ of battle. For example, Djinn allow you to use their psy-energy for conjuring fireballs, or push statues to activate unreachable switches. Not many JRPGs provide adequate gameplay on the outset of their complex battle systems. The obstacle course is just a short taster of this



puzzle-solving, and Dark Dawn’s dungeons promise plenty of opportunities to test these abilities rather than a linear series of random encounters. That’s not to say that the battle system doesn’t take centre stage. In fact, they’re more visually extravagant



We’re loving the cartoony vibe with the characters.

than before. The grounds in which you battle look stunning, character and enemy designs are inventive and summons’ fill screens with their epic size and devastating attacks. The slide bar menu is easy to navigate – far more comfortable than recent JRPG Dragon Quest IX’s menu. The problem is that right now, Dark Dawn doesn’t appear to add a whole lot to its battle system, although we’ve only scraped the surface of what could potentially be a much deeper gaming experience than it appears to be. The recent success of Dragon Quest IX outside of Japan suggests Nintendo made the right choice in bringing Golden Sun into a new era. It’s a chance for a whole new audience to experience a visually stunning JRPG that’s worthy of greater accolades. ❌



HOW READY HOW GOOD



This should be another classy RPG for the DS

info



FROM: Nintendo
A BIT LIKE... New Super Mario Bros.
WEB: www.nintendo.co.uk
OUT: TBA



KIRBY'S EPIC YARN

Picking up on Kirby's gaming thread

The nursery rhyme goes: boys are made of slugs, snails and puppy dog tails while girls are made of sugar, spice and all things nice. We're still not entirely sure what ingredients make up a Kirby but if his latest is anything to go by, a needle, thread and most of the contents of a sewing kit are required.

The most striking thing about Kirby's epic return is the new makeover – a hand-woven textile world which Kirby can manipulate by tearing dog-eared patches off walls to open doors, tugging at loose stitching to bring a distant platform closer to you and unzipping walls using a yarn whip.

Furthermore, Kirby's now much more prone to shape shifting than swallowing his foes. Double-tap the direction you're walking in and the pink thread of Kirby's body will rearrange itself into the shape of a car allowing speedy travel over the seams of his fabric wonderland. And you can add an anvil, parachute and even a giant mechanised robot into the list of transformations Kirby can take as he battles his way through the game.

Similar to Yoshi Story, collecting beads and treasures woven into your surroundings will fill a meter across the top of your screen reflecting in a medal given to you at the end of each level.

Your journey through Kirby's epic backdrop can be shared with a friend who will fill the thread of the aptly named Prince Fluff. Not limited by any of the traditional roles of second-in-command, Prince Fluff can whip up Kirby and throw him as a projectile. Even during Kirby's robot transformation, player two can become the robot's punching glove, using the Wii Remote to fly around the screen.

Like a hand-knitted sweater from your grandmother, you can tell a lot of love and care is going into Kirby's Epic Yarn. Among the mature themes of Metroid: Other M or nostalgic highs of

Graphically, there's no game quite like this one.



Practically every element of the game is knitted.

Donkey Kong Country Returns, Epic Yarn doesn't feel bogged down in chores or limitations but instead is a fun and refreshing experience.



HOW READY



HOW GOOD



Who thought that knitting could be so cool?



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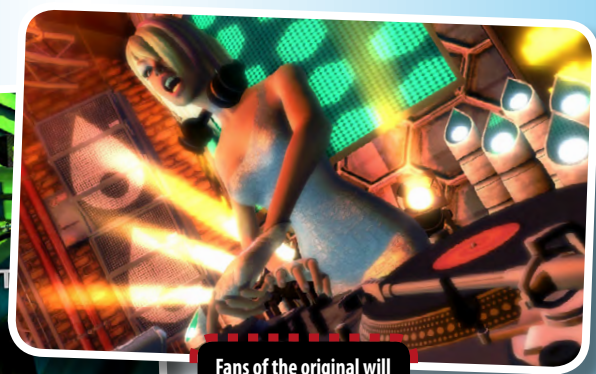
info



FROM: Activision
A BIT LIKE... Guitar Hero
WEB: www.djhero.com
PRICE: £39.99 (game only),
 £99.99 (turntable kit),
 £149.99 (Party Bundle)
PEGI AGE RATING: 12+



Freestyle scratching...
in full effect!



Fans of the original will
recognise Candy Nova.



DJ Hero 2

Take a spin with this improved sequel

DJ Hero was clearly the most original thing to happen to the music genre for quite some time, and although there might not have been quite the thrill with it that you got with Guitar Hero, for example, there's no denying that it was about as good a DJ simulation as we could expect. So now we're looking at the sequel and wondering what Activision have done to improve it. Well, quite a lot, as it happens...

The first thing you'll probably notice when you take a glance at the setlist is how much more varied it is. The sequel

is obviously aiming to cater for a wider audience, with familiar classics like M.A.R.R.S's *Pump Up The Volume*, Adamski's *Killer* and Grandmaster Flash's *The Message* rubbing digital shoulders with more modern gems like Lady Gaga's *Bad Romance*, The Chemical Brothers' *Galvanize* and *I'm Not Alone* by Calvin Harris. Vinyl elitists are well catered for as well, as among the 80-plus remixes in the game, there's an almost perfect blend of the familiar and the obscure. And, with some of the best DJs around lending their talents and influence (including DJ Shadow, DJ Jazzy

Jeff and The Scratch Perverts), you can be sure that when it comes to cunning and original mash-ups, they don't get any better than this.

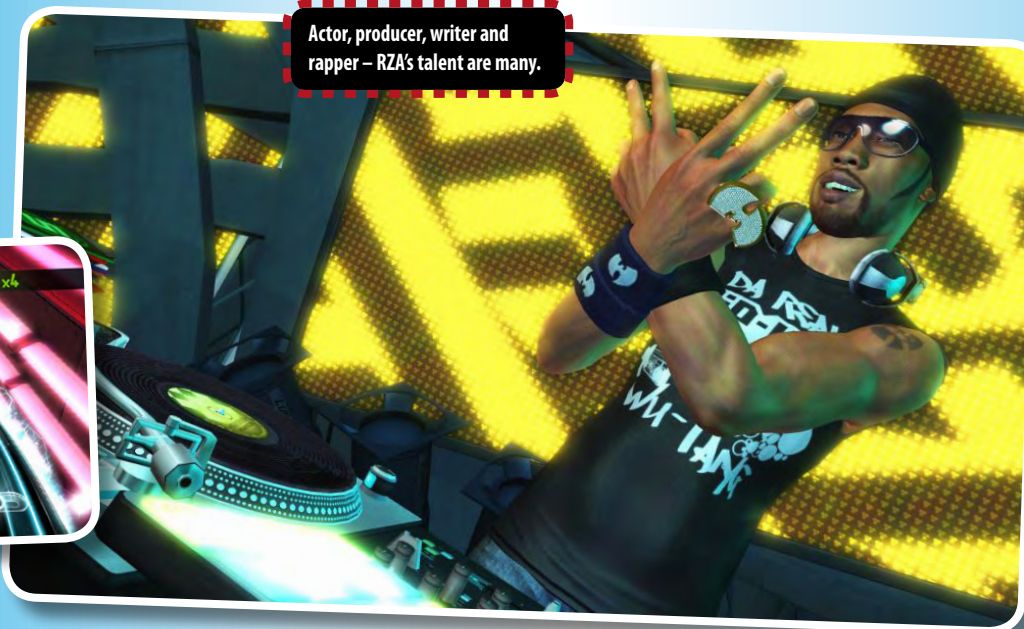
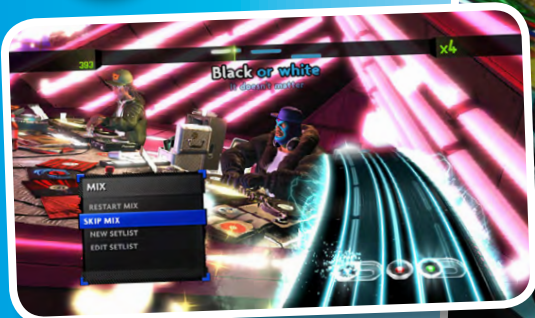
A quick glance around the game's options shows a few new highlights, too. In single-player mode you can look forward to playing the new Empire mode. Here you get to take a lowly DJ from the bottom and work him up through the ranks in a career mode. As you complete a track it's then unlocked for Quick Play, and while there's a decent amount of fun to be had here, there's also obvious room for



Top of the Pops

With over 80 tracks to choose from, there's something here for everyone. Here, though, is a selection of the office favourites...

- | | |
|---|---|
| Naughty By Nature – <i>O.P.P.</i> , mixed with Jackson 5 – <i>ABC</i> | Deee-Lite – <i>Groove Is In The Heart</i> , mixed with Chic – <i>Le Freak</i> |
| Major Lazer feat. VYBZ Kartel – <i>Pon De Floor</i> , mixed with Harold Faltermeyer – <i>Axel F</i> | Dizzee Rascal & Armand Van Helden – <i>Bonkers</i> , mixed with Basement Jaxx – <i>Where's Your Head At</i> |
| Busta Rhymes – <i>Put Your Hands Where My Eyes Can See</i> , mixed with M A R R S – <i>Pump Up The Volume</i> | Dizzee Rascal & Armand Van Helden – <i>Bonkers</i> , mixed with The Prodigy – <i>Omen</i> |
| Kanye West – <i>Love Lockdown</i> , mixed with Metallica – <i>The Day That Never Comes</i> | Eminem – <i>Not Afraid</i> , mixed with Lil' Wayne featuring Static Major – <i>Lollipop</i> |
| Adamski – <i>Killer</i> remix | Estelle ft. Kanye West – <i>American Boy</i> , mixed with Chic – <i>Good Times</i> |
| Lady Gaga – <i>Bad Romance</i> remix | Grandmaster Flash & The Furious Five feat. Melle Mel & Duke Bootee – <i>The Message</i> , mixed with Kool & The Gang – <i>Jungle Boogie</i> |
| The Chemical Brothers ft. Q-Tip – <i>Galvanize</i> remix | Lady Gaga feat. Colby O'Donis – <i>Just Dance</i> , mixed with Deadmau5 – <i>Ghosts N Stuff</i> |
| The Prodigy – <i>Omen</i> , mixed with Orbital – <i>The Box</i> | Malcolm McLaren – <i>Buffalo Gals</i> , mixed with M A R R S – <i>Pump Up The Volume</i> |
| 2Pac featuring Dr. Dre and Roger Troutman – <i>California Love</i> (remixed by FSG) | Stevie Wonder – <i>Superstition</i> , mixed with Edwin Starr – <i>War</i> |
| Calvin Harris – <i>I'm Not Alone</i> , mixed with New Order – <i>Blue Monday</i> | The Prodigy – <i>Firestarter</i> (remixed by FSG) |
| Daft Punk – <i>Human After All</i> (remixed by FSG) | |



Actor, producer, writer and rapper – RZA's talent are many.

→ improvement too, which is something that Activision have probably already earmarked for the inevitable DJ Hero 3. Overall, the gameplay is much more open for the sequel. While the first game was fairly regimented in its design (in a similar way to how Guitar Hero forces you to press the right buttons at the right time), DJ Hero 2 opens things out a little. Freestyle scratching is now included, along with cross-fading and the ability to grab a mic and sing or rap along with the track. This was included in the original game, but now it's part of the gameplay, too. These additional little features may seem small on their own,

but when you add them all together, it makes for a significantly greater sense of freedom and improvisation that fans of the game would be used to.

In what could be the greatest party game ever, Battle mode lets two DJs connect a couple of decks to duel it out. This was in the first game, but has been improved considerably here – especially if you're lucky enough to be able to afford the £150 Activision are asking for the Party Bundle, which includes the game, microphone and two decks. Alternatively, it might be better (and cheaper) to make friends with someone who's also got a deck. If that's not an option, then you can take Battle mode online, and while there's certainly plenty of fun to be had with that, it's duelling in your living room that's where the fun really is.

DJ Hero 2 is, pretty much, the sequel you'd expect it to be. The tracklisting is, in our humble opinion) improved,

there's a smattering of new feature (most of which work – apart from the new vocal options) work very well. The hope is that, by making the songs more accessible to a wider audience, DJ Hero 2 will improve on the sales of the first game, and we sincerely hope that's the case. Those tired of guitar-based music games will find a lot to love here, as it's a solid progression from the original. 🎧

Briefly Speaking

Improving on the original game in a number of key areas means that DJ Hero 2 should appeal to both fans of the original and also those looking for a music game that doesn't involve picking up a cheap plastic guitar.

Top Tip

Quick Play mode gives you the chance to perfect your technique before taking your newly acquired skills into the Battle mode, so use it wisely to beat the best and rise up the game's online leaderboard. Good luck!



You should be familiar with most tracks in the game.

"THOSE TIRED OF GUITAR-BASED MUSIC GAMES WILL FIND A LOT TO LOVE HERE"

PLAY TIME HOURS DAYS WEEKS	DIFFICULTY EASY MEDIUM ARRGH!	FUN FACTOR DULL COOL YIPPEE!	VERDICT Pure decks appeal! <h1>8</h1>

info



FROM: EA Sports
A BIT LIKE...
 Pro Evolution Soccer
WEB: www.ea.com/soccer/fifa
PRICE: £29.99
AGE RATING: 3+



There's been little change to the graphics this year.



FIFA 11

FIFA retains its title, but only on goal difference

There's no argument here that the FIFA brand has become the football game of choice over the past few years, but while the high-profile PS3 and Xbox 360 versions have been collecting all the awards and praise, you sort of feel that the PSP version has been neglected somewhat.

Sure there's plenty to like here, and it's definitely the best football game you can get for the PSP, but you also feel that the yearly updates are slightly less dramatic than on the other formats.

So what's new? Well, you get the improved 360-degree dribbling – which actually works really well on the PSP's analogue 'stick' – and the Be A Goalie mode, which allows you to play the entire game as the goalkeeper. This is a novel touch, but you can't help but feel it's one that is spawned from the fact that the development team are really clutching at straws to come up with more reasons for you to buy this update. Playing as the goalie means that you'll spend most of the game just trying to watch the action – which, as you can imagine, is difficult on the small PSP screen.



The new 360-degree dribbling will make smooth moves a doddle.

TOP TIP

There's no need to constantly sprint everywhere with your players, as it's worth remembering that you get much greater control over the ball and more accurate passing if you slow the game down from time to time.



Briefly speaking

As expected, FIFA returns to the PSP once again for its annual update. It's still as solid as ever, but the lack of any really interesting new features means that you may have to think twice about buying it if you already have FIFA 10.

PLAY TIME
 HOURS DAYS **WEEKS**

DIFFICULTY
 EASY **MEDIUM** ARRGH!

FUN FACTOR
 DULL **COOL** YIPPEE!

VERDICT
 Still the best on PSP

8

info



FROM: Activision
A BIT LIKE... Rock Band
WEB: www.guitarhero.com
PRICE: £39.99
 (£79.99 with guitar)
PEGI AGE RATING: 12+



Guitar Hero: Warriors of Rock

Do we still need a Hero?

After last year's Guitar Hero overdose, it's quite refreshing that Activision have held back somewhat on its release schedule for 2010, so that means that we only get the one Guitar Hero game this year. So, therefore, you would imagine that Neversoft (producing their final game in the series) would pull out all the stops?

Well, you may think that, but the reality is that Guitar Hero: Warriors of Rock is something of a disappointment. For starters, there's very little innovation going on here. While Rock Band has the 'why didn't they think of that before?' inclusion of keyboards, Warriors of Rock has a story mode (and not a particularly good one at that) and a rather limp selection of tracks to choose from. Yes, there may well be 90 songs packed onto the disc, but while there are some

gems, the inclusion of songs like *Losing My Religion*, The Cure's *Fascination Street* and *Money for Nothing* is, to be totally honest, a little baffling.

Despite the development time that's gone into it, it's clear that Activision need to go back to the drawing board with the Guitar Hero games, start from scratch and remember what it was about the game that made it so darned fun to play in the first place. While Warriors of Rock is still fun to play in the most part, there's still a danger that it might feel a little short-changed.

Guitar Hero masters should feel right at home here.



Four-player Guitar Hero is still a blast!

Briefly Speaking

Any new Guitar Hero game is a big event, and there's still plenty of game here for you to enjoy. Having said that, we can't help but feel that Activision are missing a trick here, especially as EA have clearly raised the game with Rock Band.

PLAY TIME	HOURS	DAYS	WEEKS
	VERDICT Close but no guitar		
DIFFICULTY	EASY	MEDIUM	ARRGH!
	7		
FUN FACTOR	DULL	COOL	YIPPEE!

info



FROM: Warner Bros.
A BIT LIKE... Professor

Layton series

WEB: <http://games.kidswb.com/official-site/scribblenauts>

PRICE: £29.99

PEGI AGE RATING: 12+



SUPER SCRIBBLENAUTS

Think it. Write it. Describe it

All hail the Adjective; modifier of nouns, descriptor of words and the basis for a sequel to one of 2009's most original puzzlers.

An instant head-turner, Scribblenauts' novel 'think it, write it, solve it' ethos, which encouraged players to explore both vocabulary and imagination to complete challenges, had real depth.

Today, Super Scribblenauts extends its library of items and objects to allow players to conjure

more obscure and outlandish objects in order to solve more conundrums.

Super Scribblenauts' new single-player campaign boasts 120 new challenges set across an array of star consolations. Each mission introduced you to a scenario, gives you a setup and leaves you to solve it. Hints can be paid for with money earned from completing tasks, although your imagination is what reaps its own unique rewards in the form of merits.

Fans of the original will also appreciate a handful of new

increments, including the choice to navigate with Scribblenaut Maxwell using button controls rather than dragging him around the screen.

Many assets of the game have been rehased. Colourful but rough visuals remain untouched, and upbeat tracks and jingles are comfortingly familiar if not quickly irritating.

'Super' might be quite a stretch for this follow up but Scribblenauts is still a unique and enjoyable change of pace from established puzzles swamping the handheld market. 🐉

ART CLASS

The way that Scribblenauts works



THINK it!

DESCRIBE it!

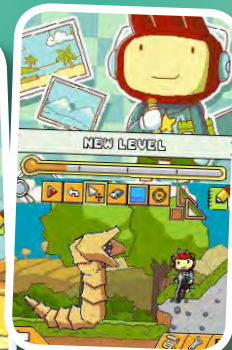
CREATE it!

THINK it!

The world of Super Scribblenauts isn't short of odd requests. Take for example, helping an average man become a dragon? Using adjectives in front of the word 'potion' is the key to turning a poor chump into the fire-breathing lizard he's always wanted to be.

Does the Lion still roar? How will you help this king to his slumber?

SLEEPY



BRIEFLY speaking

Apologising for its original's failings, Super Scribblenauts reminds us that very few games can match its level of ingenious creativity. That, and you can wage a war of fire-breathing zombies versus dunce-capped dinosaurs.

PLAY TIME

HOURS

DAYS

WEEKS

DIFFICULTY

EASY

MEDIUM

ARRGH!

FUN FACTOR

DULL

COOL

YIPPEE!

VERDICT

Super dooper

8

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info



FROM: Square-Enix
A BIT LIKE... Dragon Quest IX, Golden Sun, Final Fantasy
WEB: www.ff4heroes.com
PRICE: £29.99
AGE RATING: 12+



Final Fantasy: The 4 Heroes of Light

Something old, something new



As you'd expect from Square, the graphics are very impressive.



Purple grass? It could only be a Japanese RPG.

Setting off on your adventure in Final Fantasy: The 4 Heroes of Light is like sinking your teeth into that mystery sweet left in the chocolate box. It certainly looks the part, but its taste is an illusion to the world. This latest spin off to Square-Enix's forerunning series is a light-hearted classic with a traditional turn-based RPG wrapped up with some adorable visuals.

You play the leader of a group of four heroes sent by the King to rescue his daughter from the Witch of the North. You'll start out with one hero and quickly build up a team within the first few hours, each one a silver-haired teen who will occasionally switch out at inopportune moments.

It's a visual feast of water-tone colours evocative of Zelda's Wind Waker and a plinky-plonky soundtrack that will make you feel like you've just plugged in your SNES. However, underneath this cutesy appearance is an old-school role-playing game that rewards heavy grinding and punishes risky play.

With a simple turn-based battle system, each player is awarded Attack Points (AP) each turn which they can choose to hold onto in order to deal more devastating attacks in the next round. An auto-target system which restricts the player from choosing which hero attacks which enemy is a nuisance and can often land you in the red if multiple enemies are on-screen.

Customisation is a common feature, allowing players to garb their character using 28 Crowns to change a hero's class. These can be changed as often as you like with pros and cons that affect the hero's performance in battle.

Briefly Speaking

Underneath this game lies the heart of an RPG that's dying to see you put some serious man hours into grinding and enduring its harsh difficulty. Luckily there's a little bit of charm still left to keep up in tow.

TOP TIP



Four Heroes boasts a local multiplayer feature that allows friends to join in on your quest and fight alongside you, and earn Battle Points which can be exchanged for items. It's not up to the versatility of Dragon Quest IX's multiplayer but it gets the job done.



PLAY TIME

HOURS

DAYS

WEEKS

DIFFICULTY

EASY

MEDIUM

ARRGH!

FUN FACTOR

DULL

COOL

YIPPEE!

VERDICT
Four-Squared

6

info



FROM: Nintendo

A BIT LIKE... Phoenix Wright, Henry Hatsworth

WEB: <http://professorlaytonds.com>

PRICE: £39.99

PEGI AGE RATING: 7+



PROFESSOR LAYTON and the LOST FUTURE

Back to the future

Nothing gets our brain matter excited quite like the arrival of a new Professor Layton game. Now an annual pilgrimage for Nintendo and puzzle fans alike, The Lost Future keeps true to its promise of top tier brainteasers captivating storytelling like a gentleman should.

This third instalment sees the snappy problem-solving duo of Luke and the Professor himself travelling back and through time after receiving a letter whose author claims to be none other than Luke from the future.

Unlike The Diabolical Box, the Lost Future is far more eventful. Delving a little deeper into the relationships of its lead characters and revising some familiar faces, The Lost Future tells its story through animated cut-scenes and some partial voiced conversations.

The meat of any new Layton adventure are the puzzles, and the Lost Future's 165 conundrums should be enough to keep the cart comfy in your DS long after you complete the story. In addition, completing a picture book, teaching Layton's parrot some new tricks and navigating the Professor's car around a grid to pick up flags can make for a nice distraction when you're left baffled with one of Layton's riddles.

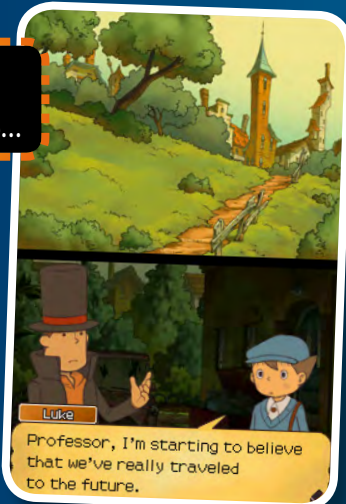
It's a solid experience, both masterful in story and its pacing of



puzzles. By now it's obvious that the series hasn't fallen far from the tree but there's something about this series that keeps bringing us and its fans back for more. 🏆



Hmm, well maybe they actually have...



The dynamic duo return!



BRIEFLY SPEAKING

It won't change minds if you weren't wooed previously by Layton's charms but The Lost Future sticks to a tried and tested formula that continues to do the series justice. That, as the professor so elegantly puts it, is what a gentleman does!

PLAY TIME

HOURS

DAYS

WEEKS

DIFFICULTY

EASY

MEDIUM

ARRGH!

FUN FACTOR

DULL

COOL

YIPPEE!

VERDICT

The future's bright!

9

info



FROM: SEGA
 A BIT LIKE... New Super Mario Bros. Wii
 WEB: www.sonicthehedgehog4.co.uk
 PRICE: 1,500 Wii Points
 AGE RATING: 3+



SONIC 4: Episode 1

Jog, spin and jump!



Not content with meeting new standards, the blue hog has taken to swinging.



Eggman returns with this classic boss battle.

The saying goes: 'If it ain't broke, don't fix it.' After 16 years of botched attempts to bring their blue mascot to a new generation of gamers, SEGA hopes to make amends to Sonic and his fans with a belated 'back to basics' sequel to the Mega Drive originals. For those too young to know what that means, Sonic the Hedgehog 4: Episode 1 takes SEGA's icon back to 2D planes, complete with the infamous loop-the-loops, star-studded springs that go 'boing' and plenty of computer monitors stuffed with rings.

The comeback king
 The choice to take Sonic into the age of digital distribution has made for a fitting comeback. A reasonable price point for a punch of retro-infused gaming spread rather well over four zones, each with upwards of four acts to their name. Perhaps a little too eager to homage earlier games, many levels and ideas are plucked straight from its predecessors. It's appealing in a nostalgic kind of way

It's no Boom Blox but Sonic's no stranger to destroying walls in his wake.



but Sonic 4 sits on the fence in moulding its own unique template. Instead, many of Sonic 4's new features come across as gimmicky – short puzzles that sacrifice speed in favour of tilt controls that surprisingly overlook the opportunity to use the Wii Remote's motion capabilities. The introduction of a homing attack has its advantages, if not for aiding the crossing of large chasms for helping the old coot pick up some speed in those new concrete boots of his.

Briefly Speaking

Occasionally Sonic 4 manages to deliver on its promise of reliving the old hog's glory days. Fans of the original foursome will have to grin and bear a few growing pains but this is a leap in the right direction for a series that's built its reputation on shattering expectations.

Gotta catch 'em all

The original bonus stages are back, but with a twist. Instead of controlling Sonic, players control the stage itself, tilting left and right to navigate the blue sphere to the Chaos Emerald hidden in each one. There's seven in total and you won't rest until they're all yours.



PLAY TIME HOURS DAYS WEEKS DIFFICULTY EASY MEDIUM ARRGH! FUN FACTOR DULL COOL YIPPEE!	VERDICT Old hog, new tricks <div>7</div>
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Next month

CALL OF DUTY: BLACK OPS

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